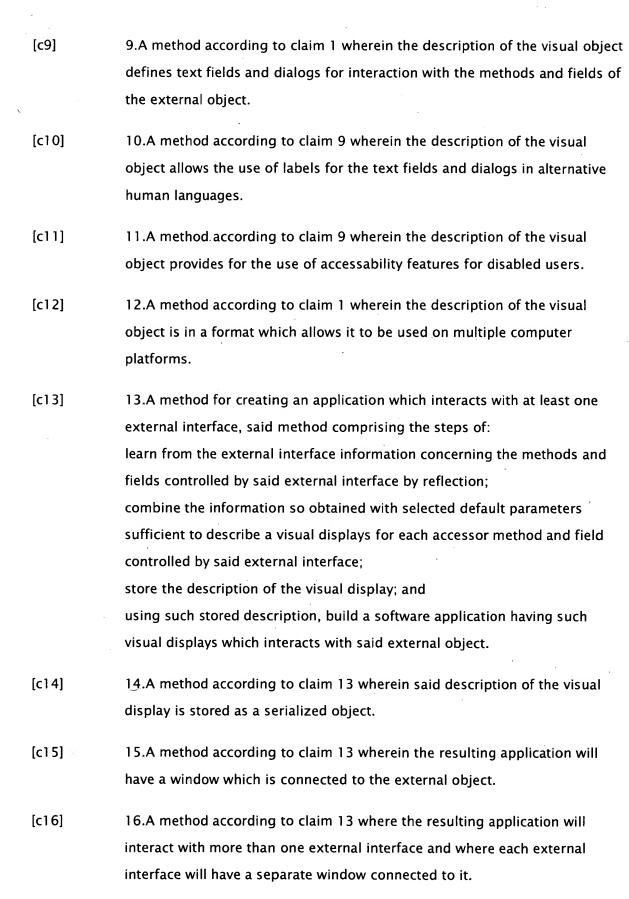
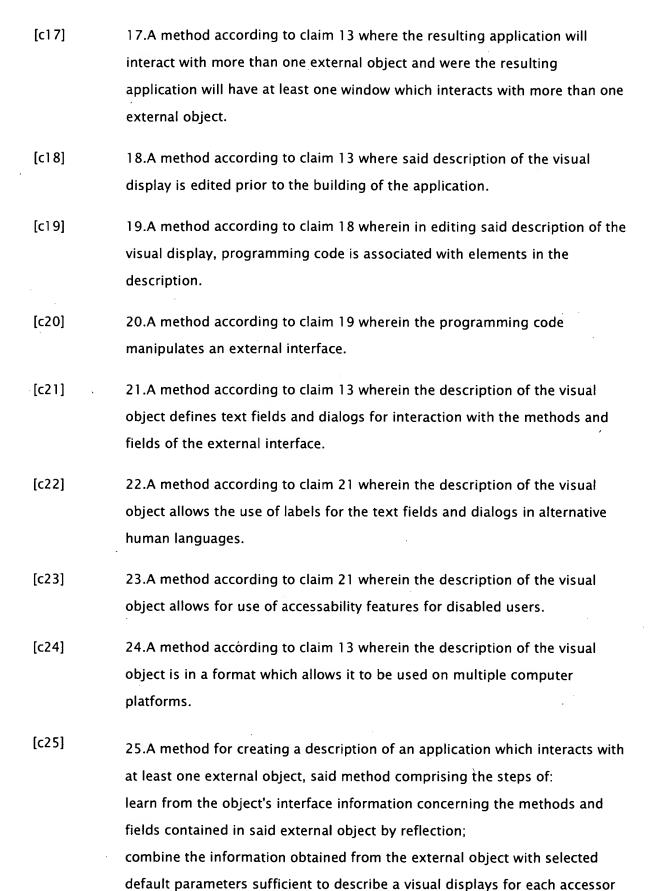
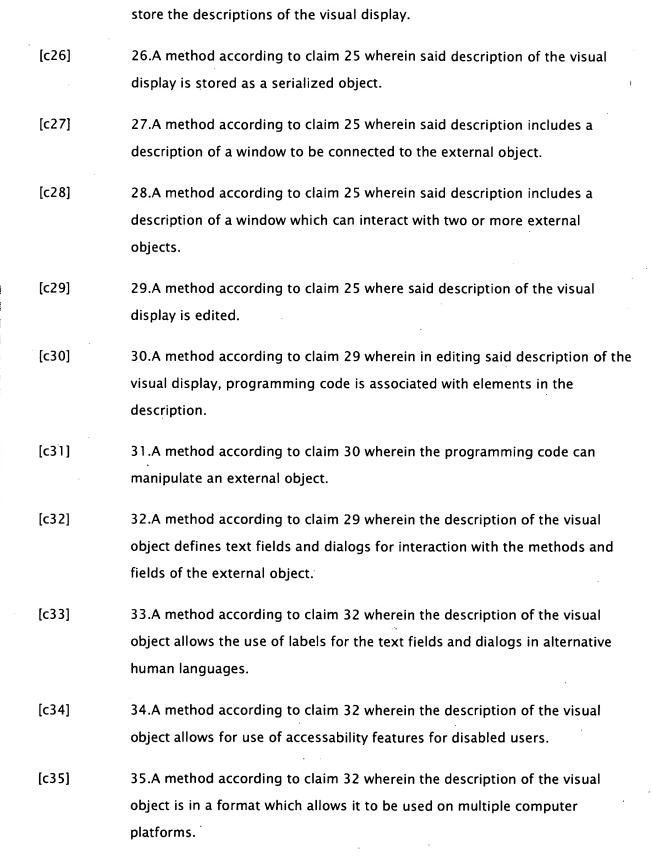
Claims

[c1]	1.A method for creating an application which interacts with at least one
	external object, said method comprising the steps of:
	learn from the object's interface information concerning the methods and
	fields contained in said external object by reflection;
	combine the information obtained from the external object with selected
•	default parameters sufficient to describe a visual displays for each accessor
	method and field in said external object;
	store the description of the visual display; and
	using such stored description, build a software application having such
	visual displays which interacts with said external object.
[c2]	2.A method according to claim 1 wherein said description of the visual
	display is stored as a serialized object.
[c3]	3.A method according to claim 1 wherein the resulting application will have a
	window which is connected to the external object.
[c4]	4.A method according to claim 1 where the resulting application will interact
	with more than one external object and where each external object will have
	a separate window connected to it.
[c5]	5.A method according to claim 1 where the resulting application will interact
	with more than one external object and were the resulting application will
	have at least one window which interacts with more than one external object.
[c6]	6.A method according to claim 1 where said description of the visual display
	is edited prior to the building of the application.
[c7]	7.A method according to claim 6 wherein in editing said description of the
	visual display, programming code is associated with elements in the
	description.
[c8]	8.A method according to claim 7 wherein said programming code

manipulates an external object.







method and field in said external object; and

	[c36]	36.A method for creating an application from a serialized description of the application which interacts with at least one external object, said method comprising the steps of: using the stored description, build a software application having such visual displays which interact with said external object, which application operates independently of the software which creates the application.
	[c37]	37.A method according to claim 36 wherein said external object is contained on a computer other than the computer on which the application is built.
	[c38]	38.A method according to claim 36 wherein said external object is contained on a computer other than the computer on which the application is built.
e e e	[c39]	39.A method according to claim 36 wherein said description is constructed on a computer other the where the external object resides.
in in the contract of the cont	[c40]	40.A method according to claim 1 wherein said external object is contained on a computer other than the computer on which the application is built.
	[c41]	41.A method according to claim 1 wherein said external object is contained on a computer other than the computer on which the application is built.
He limit in	[c42]	42.A method according to claim 1 wherein said description is constructed on a computer other the where the external object resides.